Gothik



A LEGEND IN GAMES SOFTWARE

Gothik

THROW DOWN THE GAUNTLET!

SCREEN SHOTS FROM COMMODORE C64 VERSION

Your master, the Supreme Wizard Argoth has been slain by the evil arch-mage Ansalon. To prevent the wizard from ever being resurrected from the dead, Ansalon has dispersed the wizard's soul and limbs throughout the Catacombs of Kaza — a dark and eerie testing ground for would-be warriors and magicians.

There are eight levels of Catacombs, and every level is home to a ferocious troll. Each sleeping troll guards one of the wizard's limbs, but if you get too close to one, it will wake up and call upon a void of darkness to kill you!

Olga and Olaf have entered the Catacombs in desperate bid to bring their master back to the land of the living. During your quest you take control of either mystical Olga or muscle-bound Olaf on a succession of dangerous and devious adventures.

Within the Catacombe you will find the following deadly and astounding features:

* *THIRTY-TWO MAGICAL POTIONS*
* *SIXTEEN HIDEOUS MONSTERS*
* *FIVE INCREDIBLE SPELLS AND TWO POTENT CHARMS*
* *A ROCKING SOUNDTRACK*
* *THREE WEAPON TYPES: DEADLY ARROWS, LIGHTNING BOLTS, DEVASTATING FIREBALLS*
* *SEVEN EXCITING LEVELS, EACH WITH FOUR SUB-LEVELS*

CREDITS: Game Design by Paul Hutchinson. Amstrad and Spectrum versions by Paul Hutchinson. CBM 64 version by Gavin Raeburn

Published by Firebird Software
First Floor, 64-76 New Oxford St.
London WC1A 1PS









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